JALECO™

WHOMP 'EM™

INSTRUCTION MANUAL

NES-4W-USA

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FOR PLAY ON THE

JALECO USA INC. 310 Era Drive
Northbrook, Illinois 60062 (708) 480-1811

THANKS FOR BUYING *WHOMP 'EM* FROM JALECO.
IT'S JUST ONE OF MANY NEW AND EXCITING GAMES WE WILL BE BRINGING OUT FOR YOUR NES!

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INTRODUCTION

Whomp 'Em is the story of Soaring Eagle, a young Indian Brave who ventures into the world seeking totems for his magic pouch. *Whomp 'Em* consists of eight worlds. The first world acquaints you with the game. The next six worlds may be traveled in any order. The final world is a secret!

GETTING STARTED

1. Place the *Whomp 'Em* cartridge into your NES and turn on the unit. **2.** The title screen appears. When you're ready to begin playing, press **START**. **3.** You will enter the first world of *Whomp 'Em.*

OBJECT OF THE GAME

The object of the game is to maneuver Soaring Eagle through each of the eight worlds, fighting off whatever creatures cross his path and collecting the valuable objects (magic items) that the creatures leave behind once they've been defeated.

Worlds

When you start the game, you will be placed in World 1 automatically. You must complete World 1 before you have access to Worlds 2 through 7. When you complete World 1, you can choose to enter any of the following six worlds: **Sacred Woods, Magic Forest, Water Test, Secret Cliff, Ice Ritual, and Fire Test.**

Press the Control Pad to highlight the world you want to explore on the map that appears after you finish World 1, and then press the **A** button to select the highlighted world. Only when you have completed the first seven worlds will you be able to select the final, secret world from the center of the map.

Totems

A totem (special weapon or power) is awarded when you complete each level. Below, you'll find a screen shot of each totem, its name, the world from which the totem comes, and a description of each totem's special power.

1

1. SPEAR WHIRLWIND (Sacred Woods): Repels attacks by enemies and breaks rocks.

2. FIRE WAND (Fire Test): Shoots a flame.

3. CLOUD (Ice Ritual): Allows Soaring Eagle to fly.

4. ICE CRYSTAL (Water Test): Freezes enemies.

5. WEB (Magic Forest): Allows Soaring Eagle to catch an enemy in a web.

6. DART (Secret Cliff): Allows Soaring Eagle to shoot spear.

7. (?) Unknown: You will have to find out the power of this totem on your own!

Hint: *Some totems work better in a particular world and each totem drains Soaring Eagle of life force.*

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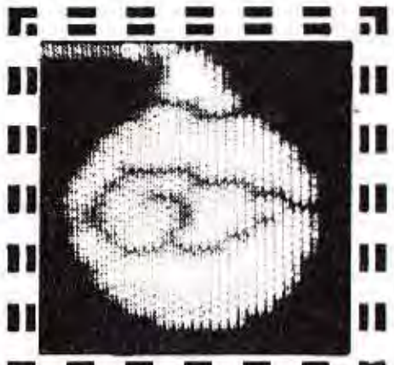

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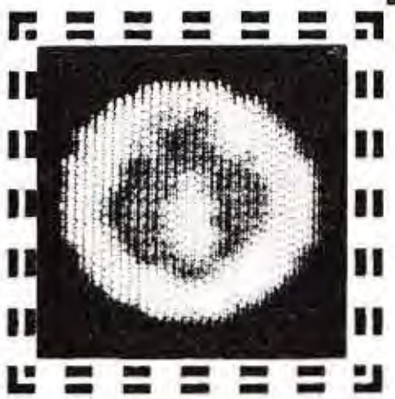

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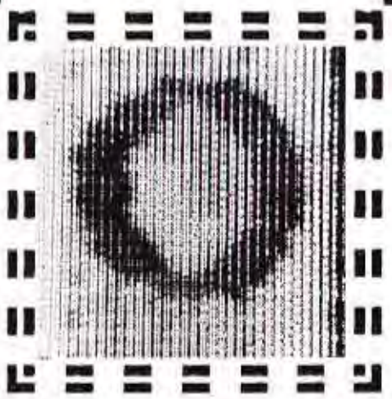

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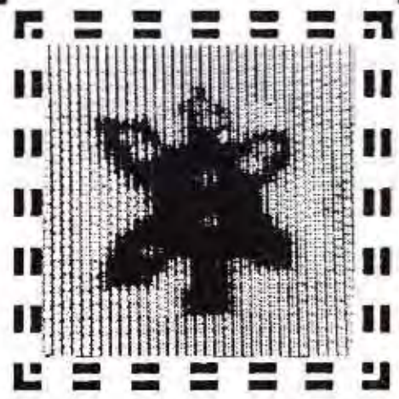
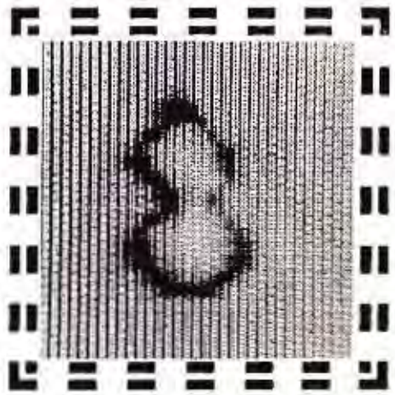


Magic Items

There are eight different magic items for Soaring Eagle to collect. Magic items appear when you destroy an enemy. To collect the item once it appears, simply maneuver Soaring Eagle so that he comes in contact with it.



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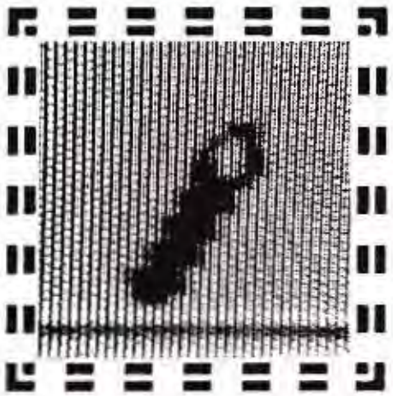
8. **FLINT SPEAR HEAD:** Increases attack strength.
9. **BUFFALO HEADDRESS:** Increases defensive power.
10. **DEERSKIN SHIRT:** Makes Soaring Eagle invincible.
11. **MAGIC POTION:** Extra life.
12. **SMALL HEART:** Heals one wound.
13. **LARGE HEART:** Heals all wounds.
14. **SPEAR:** Increases length of spear
15. **GOURD:** Collect to increase amount of life force Soaring Eagle can have.



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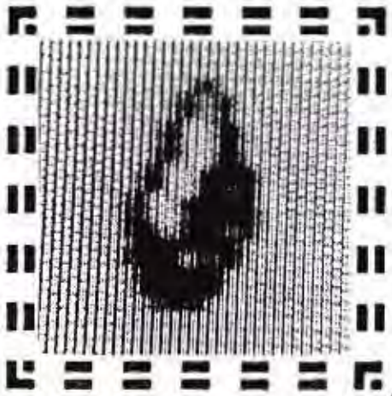

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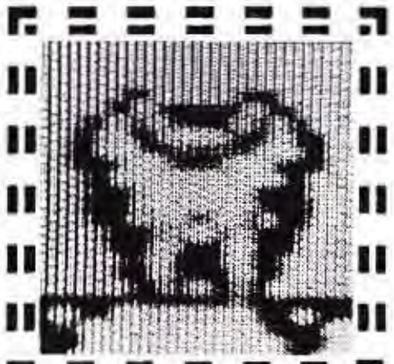

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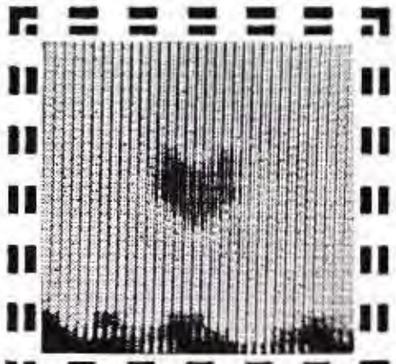

***Hint:** Some magic items only work for a short time. When Soaring Eagle collects a Flint Spear, a Buffalo Headdress, or a Deerskin Shirt, the item will appear in the lower left-hand corner of the screen.*

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CONTROLLER FUNCTIONS

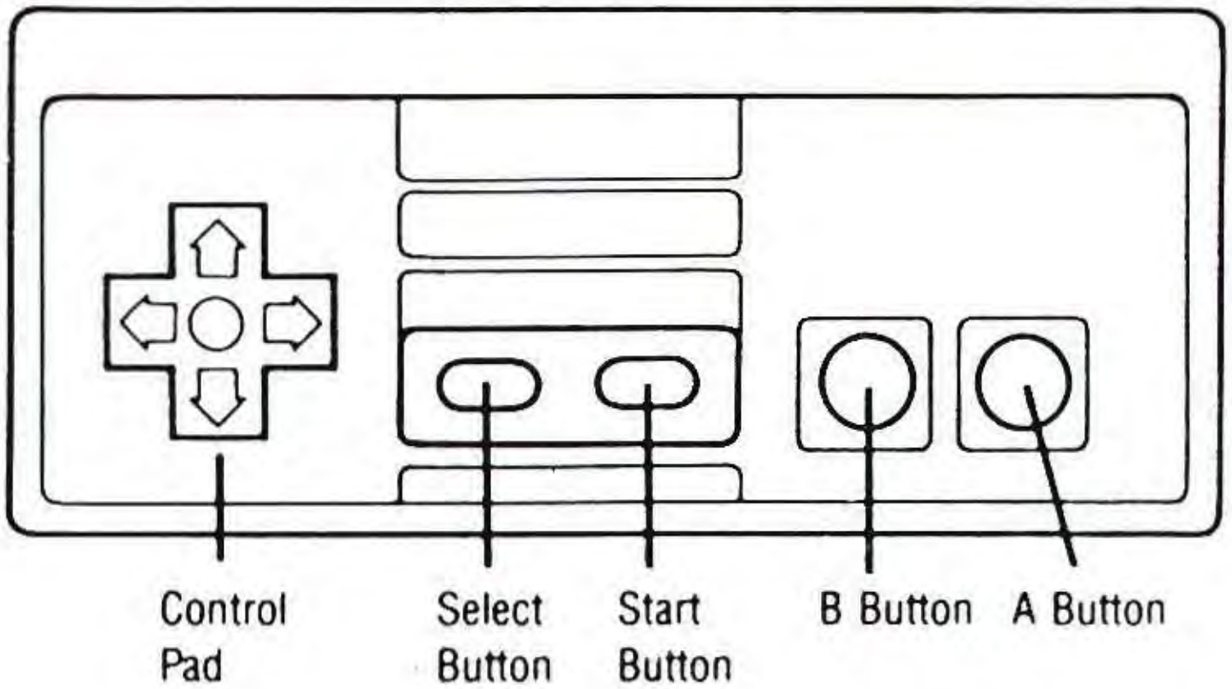
A Button **Jump**

B button **Strike with weapon**

START **Select totem** (allows Soaring Eagle to select a totem to use)

SELECT Pause/Resume game

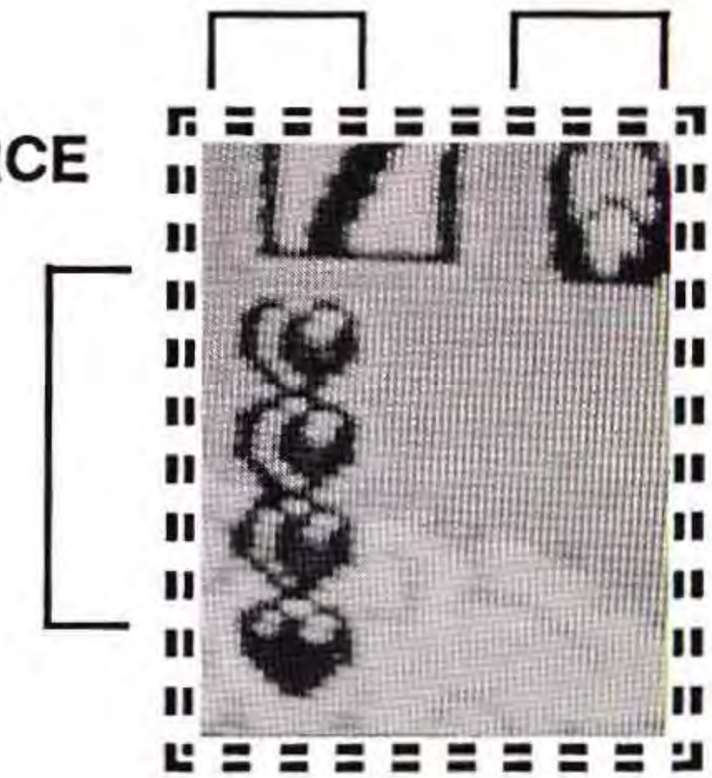
THE CONTROLLER



ON-SCREEN DISPLAYS

TOTEM USED EXTRA LIFE

LIFE FORCE



TOTEM USED:
This display shows the current totem that Soaring Eagle is using. If Soaring Eagle has no totems, a spear appears in that location.

EXTRA LIFE: Each magic potion collected (up to four) by Soaring Eagle appears here.

NOTE: SOME ENEMIES CAN STEAL YOUR EXTRA LIVES **ON CONTACT** TO REGENERATE THEIR OWN LIVES.

LIFE FORCE: The hearts represent the amount of life force Soaring Eagle has left. An alarm will sound when Soaring Eagle has only one life force left.

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Jaleco U.S.A., Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

HELP JALECO INVENT NEW GAMES YOU'LL LIKE

Jaleco is always developing video games for your Nintendo Entertainment System® and Game Boy™, and we'd like your help. Answer these questions, and then send us your name and address. We'll put you on our mailing list to get the most up-to-date information on Jaleco games.

Name_____ Age _____ Male ☐ Female ☐

Address_____

City_____ State _____ Zip Code _____

Did you buy this game yourself?_____

If not, did you receive it as a gift?_____

How many games do you own for your Nintendo?_____

How long have you owned your Nintendo?_____

Does your Nintendo have any other accessories?_____

Please make a check mark next to any of the accessories listed below that you own:

☐ gun ☐ power glove ☐ power pad ☐ other joystick or controller ☐ U-force
☐ NES Satellite Transmitter™ (4-player adaptor)
☐ NES Four Score™ (4-player adaptor)

Do you own a Game Boy™? _____

What kind of games do you like to play on your Nintendo? (Check all that apply.)

☐ sports ☐ arcade titles ☐ action/adventure ☐ role-playing ☐ driving games
☐ games based on movies ☐ games based on cartoon characters
☐ war games

How often do you play your Nintendo? _____

Do you play alone? _____

Do you play with friends? _____

How do you learn about new games for your Nintendo? (Check all that apply.)

☐ friends ☐ magazine ads ☐ magazine reviews ☐ call Nintendo
☐ call other game companies ☐ television commercials

What TV shows do you watch? _____

_____

What magazines do you read? _____

_____

What movie did you last see? _____

List the ages of any brothers you have. _____

List the ages of any sisters you have. _____

Thanks for answering our questions and telling us about yourself and what you like to play. Please return this form to:

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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